

STATIC SHOCK

Version 1.1 by SpazzWave



Dakota City was always rough around the edges, especially with its gangs. But everything changed after the Big Bang. What looked like a chemical leak at first scattered a mutagenic gas during a gang war. Overnight, hundreds of people, mostly teenagers, developed superpowers. Some became heroes. Most became trouble. You entered this world one day after, and whatever you choose to be, the city doesn't need another bystander.

It needs someone ready to stand up, power up, and leave their mark.

Here, take these **1000 Static Points (SP)**, and good luck.

Origins



Friendly Neighbourhood Hero

While you didn't ask for power, you just couldn't ignore what's happening out there. Dakota's full of people scared to step up, and someone has to try. You've seen what happens when no one does, with your friends getting caught in the crossfire, neighborhoods forgotten, and good people turning desperate. You are not perfect, but with every rescue, you remind the city that hope's still alive.

Wonderkid

You've always been the smartest kid in the room, and the most bored, too. While everyone else was figuring out algebra, you were reverse-engineering electronics from scrap or building circuit boards in your garage. Now, with metahumans on the loose, your mind is racing with possibilities. Be it gadgets, inventions, or robotics, the world's a workshop, and you've got something to prove.

Black Sheep

Money, privilege, legacy. It's supposed to make life easier, but all it ever did was trap you. You walked away from your parents' plans and expectations, maybe even their company name. Now you're living life on your own terms, being angry, brilliant, and reckless enough to mean it. Maybe you're fighting for something real for the first time... or maybe you just want to burn it all down.

Runaway

You learned early that no one's handing out second chances. Dakota's streets don't forgive, and you've done what you had to do to get by. Be hustling, stealing, running with a crew, it's all survival, not evil. The Big Bang just gave you sharper tools for the same dirty game. Maybe you'll use your power to climb higher in the underworld... or maybe you'll finally get out before it eats you alive.



General Perks

OC Soundtrack [Free]

Static Shock has a pretty good list of original songs for each of its characters, and now you have the same. A unique set of songs has been crafted for you, reflecting your personality and style. They will play in thematic moments, and you can even make other people hear them, too. You can toggle this off.

The Spectacular Jumper Man! [Free]

You are pretty good at the first skill a superhero, or supervillain, needs: banter. Whether it's cracking jokes, easing tension on an argument or talking someone down before the big fight, you are pretty good at it. You also know the best references for any situation.

A Helping Hand [100]

You know what it's like to have nowhere to go. And you're not about to let anyone else feel that way. People in need seem to find you, and you always know how to help. You can locate open shelters, hidden resources, and people willing to lend a hand wherever you are. Food stretches further in your care, places become cleaner and warmer when you set them up, and you've got a natural gift for connecting those who've fallen through the cracks. With a few words and a little effort, you can turn forgotten corners of the city into real communities full of hope for a better tomorrow.

Power Rebound [200]

Losing your powers should've been the end, but for you, it's just the start of something new. Whenever your abilities burn out, are taken, or simply stop working, your body and mind refuse to stay powerless. Instead, you awaken a completely new set of abilities tangentially related to your old powers. A telepath might awaken telekinesis after losing their powers, while a fire manipulator might awaken air manipulation after overcharging their abilities in a fight. The potential is limitless.

Bang Fusion [400]

You inhaled more quantum vapor than others at the Big Bang event, and this awakened a completely bizarre ability in you: you are capable of fusing yourself with others, blending your abilities into a single, amplified form. Someone with fire manipulation merging with someone with shadow manipulation might create a gigantic elemental capable of using both powers at the same time at a magnified scale. You remain in the control of the fusion form and can unmerge anytime.

Friendly Neighborhood Hero



Gifted Student [100]

For some reason, all the best teenage heroes are quite smart. And you, in particular, got the kind of mind teachers dream about. Reading something once is usually enough to memorize everything, and you can read entire books in minutes and write your homework at the same time. You also comprehend ideas better and how to apply them. A good thing, too, since most of your time is spent on hero work.

Protector of the Neighborhood [200]

Crime never sleeps, so a hero must always be on the lookout. You can feel when something's wrong is happening in your vicinity, such as a mugging in an alley, a fire about to spark, or a fight between metahumans that's seconds from breaking out. And sometimes this sense is so good you can even get there before the problem actually starts in the first place.

Quick Thinking [400]

Your choice to be a hero means you are living in the now: no time-outs, no do-overs, and no waiting for the adults to step in. Now all you can do is think on your feet, act in the moment, and save the day. You've learned to trust your instincts, react before panic sets in, and improvise solutions in the heat of the moment. Found an enemy immune to your powers? You discover how to use the environment to hurt him. A runaway bus or speeding car? You know how to slow it down so it doesn't hurt anyone. This even helps your leadership skills under pressure, making your teammates just get your two-word plan that you just shouted.

Level Up [600]

With some nights on patrol and some clashes with villains, you will be taught a truth: crimefighting is a constant arms race between the heroes and supervillains, and only knowing how to use your powers will help you protect the city. The more you use your powers, the more they reveal their potential. A fire manipulator might learn how to fly with his powers, a speedster might consider vibrating his limbs for attacking, and a shapeshifter might even develop an ability to copy the appearances and voices of other people. The more you use your powers, the more their versatility grows, and this happens faster the more you fight with villains.

Wonderkid



Math Prodigy [100]

Some kids play video games. You play with numbers. Equations, probabilities, and patterns come naturally to you, and your mind can process them faster than most people can even read them. You can solve complex problems on the fly, calculate trajectories, and conceptualize multiple equations in your head without breaking a sweat. Pretty useful in life.

Sherlock Digital [200]

Ever since you were a kid, you always had a talent for research, and as the world went digital, it found a new playground: the internet. You can reliably locate and piece together online information that could plausibly exist. That includes public records, social media traces, open-source databases, archived content, books, and other searchable sources. You could find a shipping record that points to a villain's hideout, a long-forgotten news article that helps with a mystery, or even a technical schematic of an old tech that could help you with your new inventions. As long as it could plausibly exist on the internet, you will find it.

Tinkerer [400]

You couldn't leave a broken toy or a gadget alone when you were a kid, and this curiosity became one of your greatest skills in life. You are an incredible tinkerer, the type that doesn't need a high-tech lab to build working inventions. Give you scrap electronics, batteries, and other everyday materials, and you can turn them into functional devices. And you can build them as fast as an entire team of engineers all by yourself. You could build superhero gadgets, computers, and even entire robots as long as you had a workshop and some good ideas.

Newton [600]

The Big Bang caused a lot of people to develop superpowers. Some extremely powerful, others horrible mutations. For you, it evolved your mind to a level incomprehensible to most. You have a genius mind that can remember everything you have ever seen with perfect clarity and indexation, create multiple lines of thoughts at once faster than a normal human, and constantly generate creative and innovative ideas. Your mind intuitively comprehends scientific information you analyze, and you can easily develop advanced technologies all by yourself, such as artificial intelligences, complex robots, and smart materials. In fact, you could make yourself a superhero with your mind alone, despite not having superpowers. The only limit is your imagination.

Black Sheep



Corporate Child [100]

You grew up in boardrooms, family meetings, and corporate strategy sessions. And even if you walked away from the family name, you didn't leave the lessons behind. You know exactly how the business world works: contracts, patents, PR spin, market manipulation, and office politics are all second nature to you. Even losing a company or project isn't the end for you, as you could easily rebuild them from scratch. You could easily assume the family company if you wished.

Good Optics [200]

No matter what happens, you always seem to come out looking better than you should. Be it bad press, rumors, horrible photos, or public mistakes, they just don't stick the way they should. Maybe it's your charm, maybe it's how genuine you seem, or maybe people just want to believe the best about you. You also have a natural sense for managing your reputation, spinning situations in your favor, and keeping your image clean even when things spiral out of your control. There will be no scandals when you are in control.

Corporate Espionage [400]

Ever since you were a kid, you watched how the corporate world works, and that you more than any textbook in security: how people perform competence, how security looks impressive but often hides the same weak seams, and how a confident voice opens doors no badge can. You are a master of corporate espionage and infiltration, being capable of social engineering, surveillance, and stealth. You could fool a receptionist, slip past a sensor with the right timing, plant a bug in an executive's office, and ghost through a server room long enough to pull an important cache of files. All of that done with such efficiency, the entire place forgets you were ever there.

Human Engineering [600]

Despite your life as a corporate heir, you are actually a genius, and your mind has decoded what Alva Industries never could. You understand how the Big Bang gas reacts to DNA, how to remove its random factor, and how to access its transformative effects without random mutation. You can turn the Big Bang gas into programmable factors, letting you synthesize specific superpowers of your choosing, such as enhanced muscles, elemental physiologies, or superior senses. Each formula you make is completely safe and without side effects, though depending on the quantity, it will be a temporary change instead of a permanent mutation. Post-jump, this skill extends to any type of super soldier serum, synthetic superpowers, or similar projects you find and make. Also, you gain all the knowledge necessary to craft the Big Bang gas.

Runaway



Street Survivor [100]

Living most of your life in juvie hall wasn't easy, but it was the ultimate education. There were no teachers, no textbooks, only lessons learned the hard way. And getting out only taught you more. You have the skill and intuition to survive in any urban environment. You can find food, shelter, and information even in the most neglected parts of the city. You know which places are dangerous and who is not to be messed with.

Hidden Corners [200]

The city is full of places people forget exist, and you've made it your business to know them all. You have a talent for finding overlooked and forgotten places for you to hide or live in. Places like empty apartments, sealed basements, half-finished construction sites, and forgotten subway stations are perfect hideouts, and you will always have luck in finding them. These places might not be lavish, but they will be safe, quiet, and even have working water and electricity, making them useful hideouts. If you somehow lose your hideout, you will immediately find another right away.

Alpha Pack [400]

Power isn't given, it is taken. You have the presence, appetite for power, and practical leadership that turns criminals into a functioning gang. But more importantly, you know how you make them loyal to you. Show someone that you are stronger than them, and they will switch their loyalty to you. This is even easier with metahumans, for as long as you demonstrate clear superiority over their powers, they will consider being in your crew rather than resisting or staying independent. Of course, this doesn't affect people with principles.

Titan [600]

You can trade what you can do for what you can become. By willingly sacrificing how easy it is to control your powers, you can convert that exchange directly into power, increasing your physical attributes and the potency of your powers. For every 1% of control you give up, your strength, endurance, and the potency of your powers increase by 2%. The more you sacrifice, the more formidable you become, but your powers grow unpredictable, harder to access, or even unstable as a result. You can revert this anytime.

Superpowers

You have a **200 SP** stipend here.



Enhanced Senses [100]

You have a sense twenty times better than a normal human, such as vision, hearing, or taste. You can also buy an exotic sense, such as X-ray vision or electroreception. You easily process the information from any sense bought here and do not suffer from overload or intensity. This can be bought multiple times.

Enhanced Physical Attribute [100]

You can enhance a physical attribute of yourself by five times, such as strength, endurance, or agility. This can be bought multiple times.

Flying [100]

You have a pair of wings that let you fly. The speed is determined according to your physical attributes.

Enhanced Mental Attribute [100]

You can enhance your IQ by 75 points, improving all aspects of your intelligence.

Zoan [200]

Choose an animal. You are now a humanoid version of that animal, having their abilities and an enhanced physiology. For **200 SP** more, you can choose to be a mythical creature such as a harpy or a dragon, acquiring their physiology and a unique ability related to them.

Elemental [400/600/800]

Choose an element. It can be a natural element like fire, a force like electromagnetism, a state of matter like gas or a unique element like asphalt, rubber, or ions. For **400 SP**, you can choose to only have an elemental body, being able to shape your body into that element. For **600 SP**, you have complete control, being able to generate, manipulate, sense, and be resistant to that element. For **800 SP**, you have both the control and the elemental body.

Mr. Hyde [400]

Transform yourself into a bigger, monstrous form with powerful strength, endurance, and immunity to pain.

Lantern [400]

You can create hardlight constructs in any shape imaginable, and these constructs can be charged to explode on contact

Super Speed [400/600/800]

You have super speed, being able to move at a speed of 300km/h, along with the reflexes to match. For **200 SP** more, you can double that speed. And for **200 SP** more (for a total of **800 SP**), you can double even more, achieving a speed of 1200km/h. You also have an aura that protects you and anything you carry from the effects of your speed.

Teleporting [400]

You can teleport to any point in your line of sight. For **200 SP** more, you can teleport to anywhere you have been. For **200 SP** more (for a total of **800 SP**) you can teleport anywhere in the radius of a city as long as you have an idea of where you want to be. You also have a protection that stops you from teleporting inside objects or splattering yourself from teleporting while falling or moving.

Phantom [400]

You can phase yourself, letting you pass through solid objects and walls without resistance, along with anything you are carrying or wearing. You cannot phase on the ground

Dark Matter [400]

You are capable of generating and draining a dark matter gas that is completely impermeable to light, darkening any place completely. You can still see inside this gas.

Super Soldier [600]

You have a superior body giving you enhanced speed, strength, mobility, endurance, dexterity, and coordination ten times better than a normal human. Your agility is the most enhanced aspect, letting you do acrobatic tricks over rooftops and scale buildings with ease.

Neutron Man [600]

You can drain the atomic structure of objects, increasing your strength and density as a result. The more matter you drain, the more dense, heavy, and strong you become, eventually growing heavier than cars and strong enough to stop speeding trucks. At will, you can release this transformation, returning yourself to your normal weight and strength.

Leech [600]

You can temporarily steal the powers of anyone by touching them for 5 seconds. They lose their powers for four hours while you gain their abilities. You can hold multiple powers at the same time. This improves with growth.

Ragtag [600]

You can temporarily awaken superpowers in other people, giving them a category of power such as physical enhancement, psionics, elemental, mental enhancement or other categories you can think of. These powers have a duration of four hours, though they improve with your growth. You can also weaken the powers of anyone you touch, eventually removing their powers permanently, as long as you can hold someone for 20 seconds.

Spider Man [600]

No, not that kind of spider. You have enhanced agility, coordination, the ability to walk on walls, and the ability to generate illusions. These illusions can be constructs or surfaces, and they can be anything you can imagine, including lifelike animated illusions.

Replicon [600]

You can shapeshift yourself into any appearance or material, giving you an almost infinite number of forms. You could change yourself into a wooden mannequin, a werewolf, or even another person, copying their appearance and voice perfectly.

Transmutation [600]

You are capable of transmuting matter into any form imaginable. Turn water into cherry soda, a dog into a giant robot, or a piece of wood into a car. The only limits are your imagination and scale.

Replay [600]

You can create ten clones of yourself. They will follow any order of yours and would gladly sacrifice themselves for you. They have your physical and mental attributes. You can also reabsorb them to gain their memories, and any memory you gain will not negatively affect you. For **200 SP** more, they can have any ability you have, and you can duplicate others as clones under your control. You cannot duplicate people stronger than yourself.

Psion [800]

You have telepathy, can sense minds in a 300-meter radius, read thoughts, and control the consciousness of people, forcing them to do your bidding.

Mind Over Matter [800]

You have telekinesis, being able to exert force and lift heavy objects with your mind. You can easily lift multiple cars at the same time and fly with your power.

Rewind [1600]

You can rewind yourself in time, returning to the past at a rate of one day per second. You retain knowledge of everything that happened. However, the farther back you go, the more energy and focus it demands.

Original Power [Varies]

Create your own power. The price defines the power of your ability.

Potency	Range	Ease of Use
Weak [100]	Personal [100]	Difficult [100]
Strong [200]	Local [200]	Instinctual [200]
Powerful [400]	Wide [400]	Always On [400]



Companions

Recruit Anyone [Free]

Anyone you want to recruit in this world is free to join you as a companion if they agree.

Create/Import [50 CP for 1, 200 CP for 8]

You can create new Companions or import existing Companions. They get an Origin, with all freebies and discounts, along with 600 CP to spend. You can also import any companion you bought here for a CP stipend.



Virgil [50]

Our resident superhero, Virgil Hawkins is a big-hearted teenager who always tries to do the right thing even when the universe keeps throwing chaos his way. A geek and honor-roll student, he was just trying to survive school bullies and keep his grades up before the Big Bang changed everything. Now he's a superhero helping Dakota against supervillains and other criminals. Virgil might have the hard work of balancing his life, homework, and heroics, but beneath all that is a hope that everything will be better as long as you try hard enough.



Richie Foley [50]

Richie is the brain behind Virgil's superhero career, being a genius and an incredible prodigy in inventions and gadgets. Long before Dakota had a superhero, Riche was the best friend who always had Virgil's back, and after the Big Bang Richie got even smarter, developing gadgets for Virgil and acting as a tactical support. Richie is a great friend and loyal to a fault, the kind of person who will stay up three nights in a row calibrating tech or digging through research if it means keeping his friends safe.



Maureen [50]

Some people fall through the cracks. Others are pushed. This girl grew up with nothing, and no one cared about her until she stopped expecting help from anyone. Life on the streets hardened her, but the Big Bang changed her in a way that hardened the world around her, too. Outwardly she can be distant, quiet, and cautious, but beneath the frost is someone who desperately wants warmth, safety, and belonging. She just doesn't believe she deserves it yet. Perhaps you can help her?

Items

You can freely import items. You have a 300 SP stipend. You have two discounts per price tier, except for the 600, which only has one discount, and the 800 and 1200 price ranges, which have no discounts. Discounted 50 SP and 100 SP items become free.



The Abandoned Gas Station of Solitude [Free]

A once casualty of Dakota's riots. Frankly, it's a dump, but it has a spacious interior, clean running water, working electricity, and no one expects someone to live here. Perfect for the starting hero or villain.

Uniform [Free]

Every cape needs a uniform, for only weirdoes do heroics and villainy in their normal clothes. You have a personal uniform made exactly for you based on your superpowers. It provides excellent protection from everyday abuse, and it repairs itself from any damage. Even if a scrap of the suit remains, it will repair itself back to working order. It also comes in three copies, and if you somehow lose one, another one reappears in a private location known to you.

Pocket Digital Key [50]

A palm-sized device made for hacking, it has the specs of a top-of-the-line computer, and it can access any type of electronic, digital and wireless system, even if it does not have ports, uses an alien OS or exotic signals. Useful for teenage geniuses and geek superheroes.

Police Radio [50]

An earpiece connected to police comms that lets you monitor police dispatch in real-time, letting you hear unit calls, crime locations, APBs, and patrol routes. It also tells you the most relevant information to you at the time, such as crime locations if you are a superhero or patrol routes if you are a villain.

Stipend [50]

A steady stream of spending money each month, enough to pay for everyday purchases, hobbies, and some small luxuries. This may manifest as an allowance from your family or income from some small investments. Updates each jump to always stay above inflation.

Big Book of Science [50]

Perfect for any teenage superhero trying to do homework or for a genius to entertain himself with, this book contains the full combined knowledge of the best academic education on the planet, across every subject such as mathematics or physics. The book rearranges itself to whatever you want to study right now, and it's always pleasurable to read this book.

Cityline Express [50]

A personal bus that can be summoned at any moment to your location within city limits. Its driver always knows the fastest path to your destination and will bypass traffic, congestion, and roadblocks as if they weren't there. The ride is smooth, quick, and comfortable.

Scholarship [100]

A scholarship that grants you admission, full tuition, and academic support at any school or educational institution of your choosing. All Jumpers need an education, after all.

Zip Caps [100]

A lockbox containing extremely advanced grenades developed by Gear. Each grenade is the size of a tennis ball and can be intuitively alternated between different modes, such as concrete, freezing, explosion, and snare cables. Refills itself daily.

Metahuman Scanner [100]

This is a handheld device the size of a tape recorder capable of detecting the unique biochemical and electromagnetic signatures generated by Bang Babies and other metahumans in a radius of 2 kilometers. The device is intuitive and easy to use, but more importantly, a smart user can attach it to radio dishes and other similar equipment to expand its radius.

Small Workshop [100]

A fully outfitted workshop perfect for any beginning inventor. The space includes everything you need to fabricate gadgets and inventions, such as industrial tools, and is completely stocked with spare electronics for materials.

A Gun [100]

“Once, might made the master. Then the gun leveled the room.”

This is a normal semi-automatic pistol, filled with infinite ammo. Guaranteed to kill at least 50% of metahumans and superheroes effectively. And if you meet someone with bulletproof skin? You can always throw the gun away, for you will find another in a private location one day later.

Backpack [100]

One of the genius inventions developed by Gear, this is a fully autonomous support drone designed for hacking, reconnaissance, and infiltration. Compact enough to be carried like a backpack but capable of unfolding into a mobile unit, it can creep into vents and climb walls with its articulated limbs while streaming a visual feed to you. It has advanced sensor arrays, an inbuilt computer, and an artificial intelligence that follows your orders.

Utility Archive [200]

This is an archive of blueprints for gadgets, support systems, and personal gear that adapt to your methods. If you are a hero, for example, the blueprints will lean towards rescue tools and non-lethal tech. If you are a villain, the blueprints will lean towards fear tactics, sabotage equipment and disposable equipment. The blueprints will update to suit you best, even if you aren't planning on risking your life with heroics and villainy.

Unpaid Interns [200]

You have a staff of highly-educated researchers capable of assisting you with any type of project, such as scientific research or the manufacturing of inventions. They work tirelessly, don't get bored, and are capable of learning rapidly whatever you teach them, making them capable of adapting no matter how advanced your project gets.

Big Bang Capsules [200]

These are four sheets containing dozens of transparent capsules containing stabilized Big Bang gas, the volatile element responsible for the Big Bang incident. Each capsule, once popped, releases a controlled burst of the gas, granting the user a temporary, random superpower for 4 hours. Popping a different capsule gives you a new superpower, and different from the original, it will not have side effects such as petrification. These capsules restore themselves every three days.

Burger Fool [200]

A popular fast food burger chain in Dakota, it has no characteristic that distinguishes it from other food joints except its unique theme. It is quite a successful business with loyal customers, and its popularity among teens ensures consistent profit. It runs by itself.

Big Bang Gas [200]

A supply of the Big Bang gas, now in a useful spray form! Well known for its mutagenic properties, it will drastically alter the biology of any lifeform exposed to it, producing metahuman powers. For 400 SP, you can have a large storage tank instead that constantly refills when used.

Cure Gas [200]

A syringe containing an agent designed to cure the metahumans of Dakota of their superpowers. When inhaled, this gas restores the body to its natural state, removing powers gained through experiments, genetic modifications, or other man-made means. The formula is fast-acting and removes the powers in seconds. For 200 SP more, you can buy an extremely large storage tank that could cure the metahumans of an entire city once connected to its water systems. Additionally, you also have a gas that immunizes you to the cure gas.

Jumper Dakota Radio [200]

Your own radio station that is always on, whether anyone's listening or not. It has a complete studio, an archive of many types of music (including your favorites), and will do talk shows with important people in your jump. It can reach an entire city, and the more you travel to other jumps, the more it expands. It also comes with a full staff of DJs and support personnel, all competent and capable of running the radio by themselves.

Monitoring Van [200]

If you ever want to do bounty hunting as a job. While a nondescript van on the surface, it has inside it a dozen surveillance systems for gathering information. Micro cameras monitor everything around the van while the stealth antenna arrays monitor nearby wireless transmissions, camera feeds, and telephone communications. As a benefit, the van is completely unremarkable to anyone unless you do something to attract attention.

Vanmoor Institute [400]

A prestigious academy for gifted minds, the Vanmoor Institute is perfect for all your needs. It has fully equipped classrooms and lecture halls capable of supporting hundreds of students, and the most advanced labs in Dakota for all types of scientific research. You can choose to study or bring someone here for a top education in any scientific field, or simply use the labs for your personal research. It runs by itself and its labs restock daily.

Power Siphon Module [400]

Created by the villain Starburst, this palm-sized device drains the abilities of anyone it touches who possesses superpowers. Once the energy is captured, it wirelessly transmits the power to a paired receiver, which, once implanted in a suit, will give you the donor's powers as if they were your own.

Bio-Enhancer Suit [400]

A suit developed by the national biotech authority with the purpose of simulating superpowers. It gives you the ability to fly along with one of four superpowers: the ability to enlarge arms, elongate limbs, throw projectiles, or rotate at fast speeds.

Memory Transfer Grid [600]

A machine made by Toyman to help the love of his life finally be a real woman. It can create mindless clones of anyone it has a DNA sample of, but its most important function is to transfer consciousness from people to even artificial intelligences to these clones, giving them a new body.

Alva Industries [600]

A corporate empire built on innovation, ambition, and resources most can only dream of, Alva Industries could almost be called a megacorporation if this was a cyberpunk (not until forty years later). The company has cutting-edge technology, advanced labs, research divisions, and industrial networks spanning all of Dakota, and it will run by itself, making sure you have the profits without too much work.

Green Lantern Ring [800]

One of the most powerful weapons ever built in the universe, this is an emerald ring forged from advanced alien technology and fueled by the user's will that is capable of creating solid constructs of anything the user imagines. It also grants flight, survival from space, a protective aura, and FTL flight. The ring responds to your willpower, and the greater it is, the more powerful the ring becomes. It comes with a battery that doesn't require the use of the green lantern's code.

Hypertime Gauntlet [1200]

Developed by a group of scientists who achieved a breakthrough in choral mathematics, this gauntlet changes the flow of time around the user, letting him stop time. With a single motion of your hand, the world around you will be frozen, all while you are free to act as you see fit. The gauntlet has a battery of 1 hour, after which you will have to wait for it to recharge before you can use it again.

Drawbacks



Crossover of the Week [+0]

By choosing this option, you can remove the crossovers with the DCAU, making Static Shock a completely separate universe.

AU [+0]

You can use this option to access any fanfic or alternate world of Static Shock you want. You can also choose this option to change when you start the jump, such as the era of Soul Power or even in Batman Beyond.

Alternatively, you can also choose to make it so that Virgil Hawkins never got his powers.

Supplement Mode [Free]

This jump becomes a supplement to another jump of your choice. Your CP will be separate between both jumps and taking drawbacks in the supplement will affect the entire universe you are jumping to but only give points for the supplement. You also have the choice of fusing both universes together.

No Vacancy [+100]

Any property that you live in will not stay safe for long, becoming completely unusable with time. The police may execute search warrants, the basement may flood, or even a gang firefight may destroy the building. It will not always be dramatic, but it always ends the same: with you being forced to search for another place.

Living on the Streets [+100]

You have no home, no address, no identification, and no roof that's yours. Every night will be a search for shelter, and your possessions only fit on what you can carry. People will look at you with pity at best and disgust at work, and you will have to fight for every scrap, every hour of sleep, and every bit of safety.

What You Can Do About Family? [+100]

No matter where you go, she's always there. Your annoying sister, who seems determined to insert herself into every part of your life. She questions your choices, interrupts your plans, and always shows up at the worst possible moments. Her interference ranges from harmless but frustrating to genuinely hazardous, and you can't simply evade her no matter how far you go.

To me, my metahuman [+100/+400+600]

It looks like you were one of the unlucky ones. The Big Bang has permanently mutated your body, and these mutations are visible and vulgar.

For **100 CP**, you get minor, hidable changes: feathers for hair, small patches of fur or scales, altered eyes or ears.

For **400 CP**, you get hard-to-hide features: an entire body covered in fur or scales, skin of unnatural color, a tail, extra limbs, or other features. You will constantly attract attention and suspicion

For **600 CP**, you get blatantly monstrous changes: grotesque features, nonhuman body, tentacles, and monstrous traits. People will react with panic or violence at seeing you, and hiding your nature is impossible.

Once You're In... [+200]

You are tied to a gang, whether you like it or not. From the moment they stake a claim on you, you will be forced into their obligations, errands, and reputation: running errands, standing watch, taking orders, and appearing when the gang calls you. Even if you try to leave, something they will try to stop with debts and threats, your entire reputation will be associated with them, and everyone will know about your past.

Nightbreed [+200]

You are a rare subspecies of bang baby: a nightbreed. This has given you a nasty weakness: the sun. Daylight burns your skin and blinds you, stopping you from having any semblance of normal life. You will be forced to hide in the shadows, living in tunnels, basements, and metro tunnels where the sun doesn't shine. Only when the night falls will you be free to emerge.

Night City [+200]

After the Big Bang, many metahumans decided to unite themselves in specific classes and congregate in specific areas. Residential areas are controlled by energy manipulators, elementals rule downtown, psionics rule the industrial districts, smart metas live in skyscrapers and corporate towers, and strength metas dominate the docks.

Brave New World [+200]

The government was absurdly effective in dealing with the Big Bang event, and especially in dealing with metahumans. Now every Bang Baby is logged in public databases, with their powers catalogued and their faces and abilities available to anyone. Street cameras make anonymity impossible, and every metahuman is tracked at all times.

Crisis on Infinite Verses [+400]

Static Shock has small crossovers with all shows from the DCAU, from Batman to the Justice League, and even Batman Beyond. But now they will be constants during your stay here. Villains and heroes from the DCAU will constantly appear during your stay here. Joker might steal a bank at noon, while Poison Ivy and Sinestro might fight with cops at night. You might even meet villains from Batman Beyond who were sent to the past.

Injustice League [+400]

The age of lone metas is over. Across Dakota, metahumans are no longer loners, thugs, or petty criminals fighting over scraps. They are now organizing, forming gangs and joining crews, and most importantly, learning to work together as a coordinated force. Any conflict between metahumans is now larger in scale.

Reverse Jumper [+400]

Somewhere in Dakota, a meta exists who has all your metahuman abilities and your appearance perfectly, and they will use this for one goal: to ruin you. If you are a hero and save lives, they will appear moments later, causing chaos in your name. If you are a villain and seek to conquer the city, they will defeat all the other villains and make sure everyone knows it was you who did this, causing all of their attention to gather on yourself. If you try to gain allies, they will turn them against you. They are your worst enemy.

Wanted [+400]

The authorities have marked you as a threat that must be eliminated. Police units now patrol Dakota with heavy weapons, specialized containment tools, armored vehicles, and tactical teams trained to counter your powers. They are no longer carrying handcuffs and pistols, and any metahuman who stays in their way will be dealt with accordingly. Few places will be truly safe from them.

Janus, the Two-Faced God [+600]

Ebon and Hotstreak were fused together from the moment the first Big Bang happened, turning into an enormous creature of fire and shadow. Using their powers, they seized control of the city, uniting every villainous metahuman under their dominion. The police have long since laid down their arms, and no heroes remain, only their rule. Who can save us all?

My Metahuman Academia [+600]

The Big Bang didn't stop with one explosion. It spread to the entire city. A chain reaction swept through every alley, school, and home in Dakota, rewriting the DNA of everyone and turning them into metahumans. There are no civilians anymore. Now the city is a warzone of unstable powers and militias fighting for territory. The police collapsed, the government sealed the borders, and now chaos reigns. You're just one spark in a storm of conflict, and everyone thinks they should rule Dakota alone.

Ending

Many things happened during your stay here. You faced allies and enemies, saw the rise of new Bang Babies, and mastered your powers in the crucible that was Dakota. You saved the city a lot of times, or depending on your choices, conquered it, bending the streets to your will. Now, your journey here comes to a close. The streets, the alleys, and the skyline will carry your actions, and now the question remains: will you stay to continue shaping this city, return to your old world with the lessons and power you gained, or step forward in a new adventure?

Stay:

The city has shaped you, and in turn, you have shaped it. Now it is your new home, with you remaining a protector or a conqueror. Every ally you made, every enemy you challenged, and every thing you learned will remain part of your life, and as you grow, the city will change with you. For better, or for worse. Here, these **500 Static Points** will do a lot of good for you in your new life here.

Return:

Not everyone can handle the challenges of a new life. So why not return to your old one? Return to your original world, carrying all the knowledge, experience, and powers you gained in Dakota back with you. The memories of Bang Babies, superheroes, and supervillains will remain vivid, and everything you learned has forever changed you.

Go Forward:

The multiverse calls. Endless possibilities, worlds filled with unknown powers, challenges, and adventures, all waiting for you. All you gained in Dakota, every ally, every skill will become a tool, and who knows what wonders you will find?

Changelog and Notes

V 1.0 - First Version.

V 1.1 - Small fixes, edited the AU drawback to let you start in the era of Soul Power or Batman Beyond, edited the price of a few items, added an explanation for the Titan perk, edited the One for All and All for One power names to Leech and Ragtag, edited Leech and Ragtag to improve with growth, added a power to increase your intelligence and edited Cure Gas to give you a gas that immunizes you from it, added a supplement mode.

Bang Fusion doesn't require consent

Replicon only gives you the characteristics of the form you choose, not the abilities.

So you can turn into a dragon that flies, but no fire breath for you.

Explaining the Titan perk: You can give up half of your control to double your strength, endurance and the potency of your powers, or more specifically, sacrificing 50% of control to gain a 100% boost in power